                           Highlights

   ~ The Podium   ~ CPU Report
   ~ Sam Tramiel GEnie CO   ~ Nite Lite Multi-user BBS
   ~ TETRIS - US Version   ~ ArcShell 198
   ~ ** HANOVER HOTLINE **   ~ ST REPORT CONFIDENTIAL

    ****** HANOVER NEWS! - STACEY! - MEGAFILE44! - ST MEGA I - TT *****
          ****** WISCONSIN BUSTS COMPUTER 'CRIMINAL' *****
            ***   WHAT VERSION IS YOUR SLM804?   ***

                      ...and much more...

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> The Podiumâ ¢

      Grandstanding seems to be the catch-phrase of the week, better yet,

are we having fun yet? sigh....If it were not for the large amounts of
supportive mail and requests by the readers to be placed on our mailing
list, the weekly grind would soon get old.

	Sadly, It appears Atari has certain of it's experienced, heavily
talented folks busy editorializing and trying to minimize reporting of
facts ..not fantasy or coverups, simply facts. Certainly, these folks
would serve Atari's best interests better by concentrating on their normal
duties and leave the reporting and Journalism to the folks who normally
do it. The items on TOS 1.4 have been, through an obvious display of
emotion, been blown completely out of proportion. Our ONLY error was the
date stated for the most recent TOS. (We stated the date as Feb. 24 ..
it was February 22, 1989).

	The fact remains WE reported a truthful story about a bug that was
discovered and fixed!! This, they cry about. Fact is, it was and remains
(in our eyes) a compliment to the fellows who found and fixed this
particularly nasty bug. Not a soul said a word about our exposing the TOS
1.5 HOAX...TOS only will be in EVEN numbered increments. Thanks guys.

	On to better things..In reply to a number of letters we received
concerning our soon to be released Hard Copy; CPU - NewsWire, we
positively will not sacrifice the online version of STReport in any manner,
it will remain a full bodied, well rounded Online Magazine dedicated to the
Atari ST Userbase. We will not run parallel or pared down articles in the
online edition. We will carry completely different items and or course,
coverage of a particular item will be in greater depth.

			Thanks again for all your support!

			       Ralph........

		      "Who kissed the Blarney Stone?"

			   "1989 - ATARI'S QUEST!"

    ****

			:HOW TO GET YOUR OWN GENIE ACCOUNT:

	  To sign up for GEnie service: Call: (with modem) 800-638-8369.

		 Upon connection type HHH (RETURN after that).
			  Wait for the U#= prompt.
		     Type XJM11877,GEnie and hit RETURN.
		  The system will prompt you for your information.

		  THE GENIE ATARI ST ROUNDTABLE - AN OVERVIEW

The Roundtable is an area of GEnie specifically set aside for owners and
users of Atari ST computers, although all are welcome to participate.

There are three main sections to the Roundtable: the Bulletin Board, the
Software Library and the Real Time Conference area.

The Bulletin Board contains messages from Roundtable members on a variety
of Topics, organized under several Categories. These messages are all
open and available for all to read (GEnie Mail should be used for private
messages). If you have a question, comment, hot rumor or an answer to
someone else's question, the Bulletin Board is the place to share it.

The Software Library is where we keep the Public Domain software files
that are available to all Roundtable members. You can 'download' any of
these files into your own computer by using a Terminal Program which uses
the 'XMODEM' file-transfer method. You can also share your favorite Public
Domain programs and files with other Roundtable members by 'uploading'
them to the Software Library. Uploading on GEnie is FREE, so you are
encouraged to participate and help your Roundtable grow.

The Real Time Conference is an area where two or more Roundtable members
may get together and 'talk' in 'real-time'. You can participate in
organized conferences with special guests, drop in on our weekly Open
COnference, or simply join in on an impromptu chat session. Unlike posting
messages or Mail for other members to read at some later time, everyone in
the Conference area can see what you type immediately, and can respond to
you right away, in an 'electronic conversation'.

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> CPU REPORTâ ¢
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  Issue # 13

by Michael Arthur

Remember When....

      In 1984 Steve Jobs hired John Sculley, then President of Pepsi Corp.,
as President of Apple, to help make Apple's transition from a freewheeling,
entrepreneurial company to a mature, more professional corporation more
smooth, only to be fired by Sculley in a "corporate reorganization"?

CPU Systems Roundupâ ¢ IV
=======================

            Dream Computer Systems II: The more things change....

Part II

      In Part I of this Series, I showed a list of the most powerful Dream

Systems that could be configured in the microcomputer market. While there
were newer computers and peripherals that could have been included, the
list was generally accurate. Now I will compare the Dream Systems, their
various features being stacked against each other to determine which ones
you could safely consider the "best".

        While the cost of these Dream Systems, which is admittedly out of the
reach of the majority of computer users, may make some believe that
configuring such a list is useless, figuring out how far your computer
could theoretically go with current peripherals can not only aid in seeing
the capabilities of our computers, but can help in both setting our
priorities for the level of price/performance in our systems, and in
defining more clearly what exactly we want to do with computers....

Here is a Graph of the features of each Dream System:

                          Dream Systems List:

                  (Comparison of each Systems' Optimal Features)

Dream System	Main Chips, Megs of RAM	MainChip Speed	Mass Storage	Expansion Slots	Graphics Displays/ Best Resolution(s)
IBM 386 System	80386/80387 Eight Megs	25 MHZ	40 MB-Tape 650 MB- HD	Eight IBM PC/AT	640*480*256 Colors 1024*768*16 Colors
Mac IIx System	68030/68882 Eight Megs	33 MHZ	650 Meg Tape Drive	Six NuBus	640*400*256 Colors 1024*768*16 Million
Amiga 2000 System	68030/68882 Nine Megs	16 MHZ	10 MB-Tape 300 MB- HD	Seven Zorro II	320*200*4096 Colors 1008*800 w/Monochr.
NeXT System	68030/68882 Eight Megs	25 MHZ	256MB Tape 670 MB- HD	Three NuBus	1120*832 w/Monochr. (Color in future)
Mega 4 ST System	68000 Four Megs	16 MHZ	10 MB-Tape 300 MB- HD	Eight Mega ST	320*200*16 Colors 1280*960 w/Monochr.
Abaq Transputer	13 T-800s 24 Megs	130 VAX MIPS	40 Meg Hard Drive	Four Abaq	512*480*16 Million 1280*960*16 Colors

        In the Mass Storage column, Tape stands for removable storage, and
HD stands for fixed, or hard disk storage.

Based on both this graph, and the System Descriptions, I have made these
Standings:

IBM 386 Dream System: Third Place

        While the IBM system is very well rounded in features, and provides
all the power of a Dream System, it has only improved marginally from the
last Dream Systems essay. The Macintosh System has more capabilities, and
given the fact that it is a new system, the Abaq Transputer almost
overtakes it completely. Oddly enough, the IBM and NeXT systems are equal
in almost every aspect....

        Mac IIx Comparison: The IBM is superior to the Mac IIx in the number
of Expansion Slots, is equal in the amount of RAM, and is inferior in just
about everything else. The Mac is faster than the IBM, has better graphics

and since the Mac's removable storage is equal to the IBM's hard disk storage, the Mac IIx ends up scoring MUCH higher than the IBM.

Amiga Comparison: The IBM is superior to the Amiga in main processor speed, both aspects of Mass Storage, and Graphics. It is roughly equal in the # of Expansion Slots, and is inferior in the amount of RAM. So if you can wait until the price of DRAM's come down, the IBM scores higher than the Amiga.

NeXT Comparison: The IBM is superior to the NeXT in # of Expansion slots and color graphics, is equal in speed, amount of RAM, and hard disk storage, and is inferior in removable storage. As such, the only factor for showing who scores higher is whether you feel color graphics are more important than removable storage. I happen to believe this, so in my book the IBM scores higher than the NeXT, but only by a VERY small margin....

Mega ST Comparison: The IBM is superior in speed, Mass Storage, color graphics, and amount of RAM, equal in # of Expansion Slots, and is inferior only in Monochrome Resolution. And since VGA has a good enough high resolution mode, the IBM wipes out the ST.

Abaq Comparison: The IBM is only superior in the # of Expansion Slots, and in Mass Storage, where it crushes the Abaq. But in every other aspect, including speed, graphics, and amount of RAM, the Abaq is far more powerful than the IBM, and as such, the Abaq Transputer's scores are vastly higher than the IBM's....

Macintosh IIx Dream System: Second Place

The Macintosh IIx System has improved drastically, improving greatly in almost all of the areas which hampered it before. Its speed, once a very weak area in comparison to other Dream Systems, is now one of its best attributes. It still has kept its lead in the graphics arena, but its 650 Meg Magneto-Optical Tape Drive establishes a new plateau. Its features are VERY well balanced, and powerful enough to ensure its lead over most of the other systems.   Except for the Abaq Transputer, which managed to steal some of its thunder through its blazing speed and vast memory....

Amiga Comparison: The Mac is superior in the areas of main processor speed, graphics, and Mass Storage, is roughly equal in # of expansion slots and math coprocessor speed, and is inferior only in the amount of RAM. So as always, if you can wait for a decline in DRAM costs, the Mac IIx scores higher than the Amiga.

NeXT Comparison: The Mac is superior in graphics, speed, and # of Expansion Slots, is roughly equal in the amount of RAM and Mass Storage, and isn't inferior to the NeXT in ANY aspect....As such, the Mac IIx scores higher than the NeXT.

Mega ST Comparison: The Mac system is superior in EVERY single area except monochrome resolution....There is no comparison between these two systems....

Abaq Comparison: The Mac is vastly superior in Mass Storage, is roughly equal in the # of Expansion Slots, and is inferior in speed and amount of RAM. Graphics is another story, as the Mac II is superior to it in most areas, but is inferior in its highest resolution. Also, since the Abaq is a new system, having few developers, and mass storage is very much necessary in a computer, the Mac scores higher than the Abaq, but only on technicalities....

Amiga 2000 Dream System: Fifth Place

        The Amiga 2000 has managed to keep pace with the other systems, as
some of its features were very strong. However, other aspects of this
system, such as the main processor's speed and its graphics, have only
improved marginally, while its peers have shot ahead. Some of the features
of this system are superb, while others are lacking in ability, resulting
that it is not complete or well rounded, and does not fare as well as it
could have....

        NeXT Comparison: The Amiga is superior in the # of Expansion slots,
amount of RAM, and color graphics, while the NeXT is superior in speed,
Mass Storage, and monochrome resolution. As it is also less expensive than
the Amiga system, the NeXT scores higher than the Amiga.

        Mega ST Comparison: The Amiga is superior in color graphics, speed,
and amount of RAM, roughly equal in the # of Expansion Slots and Mass
Storage, and is inferior only in monochrome resolution. As such, the Amiga
scores higher than the Mega ST.

        Abaq Comparison: The Amiga is only superior in the # of Expansion
Slots and in Mass Storage. As the Abaq is greatly superior to it in every
other aspect, including speed, graphics, and amount of RAM, it scores much
higher than the Amiga....

NeXT Dream System: Fourth Place

        This computer rated First Place in the previous Dream Systems essay,
bu even though its features are still both VERY well balanced and powerful,
it seems that that its fall from the top spot is a result of the other
systems catching up to it in ability. And as NeXT is not likely to improve
it anytime soon....

        Abaq Comparison: The NeXT is vastly superior in Mass Storage, and is
inferior in everything else, including graphics, # of expansion slots, and
speed. If you can wait for the Abaq's market to grow, the Abaq Transputer
blows away the NeXT....

Mega ST Dream System: Last Place

        This system, and the corresponding capabilities of the Mega ST, have
not improved AT ALL since the last Dream Systems article. The only aspect
of the Mega ST system that deserves special mention is its 1280*960
monochrome monitor, which has a greater resolution than any other Dream
System. Otherwise, this system is indicative of the fact that while IBM
and Apple were working on the PS/2 and Mac II, and Commodore was doing the
Amiga 2000, Atari was sitting on its laurels. And unless Atari comes out
with a similar "high-end" ST, I fear that the other systems will continue
to outperform the Mega ST in capabilities. Which would truly be a sad
sight indeed, given what the ST's potential could be....

Abaq Transputer Dream System: Second Place

        Since it is a new system, one would expect the Abaq Transputer to be
more powerful than current computers in certain ways. But in our list of
Dream Systems, the Abaq has established a new level of performance that is
not likely to be superceded soon. Its supercomputer-like speed and VAST
amount of RAM are light years ahead of the rest, and its graphics are good
enough for the high end of this list. However, the amount of mass storage

is definitely not competitive with the other systems, and given the fact
that it is a new system, the lack of support necessary to boost its small
number of weaknesses keeps it from being First Place....

So as to account for future developments, I have included a list of
Upcoming Dream Systems, so accurate comparisons can be made between present
and future systems. Many of these are merely improvements on old systems,
which do not manage to exceed current systems in capabilities. And as IBM
clone makers will announce their 33 MHZ 80386 systems in Spring Comdex,
I don't mention them for lack of information....

Upcoming Systems' Features:

Dream System	Main Chips, Megs of RAM	MainChip Speed	Mass Storage	Expansion Slots	Graphics Displays/ Best Resolution(s)
Atari 68030 TT	68030 Four Megs	16-20 MHZ	80 Meg Hard Drive	Eight (?) VME Bus	640*400*16 Million 1280*960*16 Colors
Amiga 2000 System	68030/68882 Nine Megs	14 MHZ	20 MB-Tape 300 MB- HD	Seven Zorro II	320*200*4096 Colors 1024*1024*256Colors
Mega ST System	68000/68881 Four Megs	16 MHZ	60 MB-Tape 300 MB- HD	Eight Mega ST	1024*1024 w/4096 1280*960 w/Monochr.

(Note: Keep in mind that these specs are not final, and that when the
actual systems are introduced, they will probably differ in some way from
the systems that are shown.)

System #7, the Atari 68030 TT, has a 68030 chip, 4 Megs of RAM, and an 80
Megabyte Hard Drive, as well as a VME Expansion Bus with an unknown number
of slots. Cost is reportedly around 3000-3500 dollars.

Resolutions: 640*400 with 16 Million Colors at the same time
             1024*768 with 256 Colors out of 16 million
             1280*960 with 16 Colors out of 16 million

Comparisons with Other Systems: Many of the features of the 68030 TT, such
as speed, amount of RAM, and mass storage, have already been surpassed by
current systems, and as its graphics are only a step ahead of available
Dream Systems, it seems that the 68030 TT will make its niche in the
price/performance area of the market, in which it stands an excellent
chance of success....

System #8, the Amiga 2000 System, is an Amiga 2000 with 9 Megs of RAM, a
300 Megabyte Hard Disk, and 8 Expansion Slots. To this I have added a
20 Meg Bernoulli Box Tape Drive made by Comspec Inc., a 300 Megabyte Hard
Disk by ABCO Inc., Commodore's new Graphics Card, which has a 1024*1024
resolution with 256 colors at the same time, and Moniterm's Viking I
monitor, which gives the Amiga a 1008*800 monochrome display. Cost: Around
21,000 dollars....

Resolutions: (Not including Overscan)
             320*200 with 32 colors out of 4096
             320*200 with 64 colors out of 4096 (Extra Half-Brite)
             320*200 with 4096 colors at the same time (HAM Mode)

             640*200 with 4 to 32 colors
             640*400 with 2 to 16 colors (interlaced)

With Moniterm:
                    640*400 using Monochrome (noninterlaced)
                    1008*800 using Monochrome Colors

With A2000 Graphics Card:
                    1024*1024 with 256 colors at the same time

Comparisons with Other Systems: The graphics resolution has been improved
to the high end of the market, and the removable storage has marginally
improved. They are excellent innovations, and although they do not boost
the Amiga 2000 System to the level of current Dream Systems, they could
help it to become a factor in the middle end of the market....

System #9, the Mega ST System, is a Mega 4 ST with 4 Megs of RAM, a 16 MHZ
68000 chip, a 300 Megabyte Hard Disk, and 8 expansion slots. Added to this
are a Moniterm Viking II monitor for 1280*960 monochrome resolution, a TMO
Magneto-Optical Drive being developed by Verbatim which uses 60 Megabyte
3 1/2 inch cartridges, a monitor being designed by Microtext Inc. which
allows a 1024*1024 resolution with 4096 colors at the same time, and an
SFP-004 expansion board being made by Atari, which has a 16 MHZ 68881.
Cost: Around 15,000 dollars....

Resolutions: 320*200 with 16 colors out of 512
              640*200 with 4 colors out of 512
              640*400 monochrome resolution

With Moniterm Viking II: 1280*960 monochrome resolution

With Microtext Monitor: 1024*1024 with 4096 colors at the same time

Comparisons with other Systems: This future configuration finally promises
to give the Mega ST Dream System a set of well balanced, yet powerful
enough features, as it finally gives the ST a floating point chip, a high
resolution color display, and a magneto-optical drive which will go well
with the 300 Megabyte hard drive. While it is not nearly as powerful as
the present Mac or IBM systems, this future Mega ST setup can truly be
considered a Dream System. The SFP-004 board in particular, promises to
bring much more versatility to the Mega ST....

     It seems, though, that these Dream Systems indicate certain future
trends which will occur with microcomputers. 8 to 24 bit color displays
(that is, with 256 to 16 million colors) will be the main targets in the
graphics arena, while Megapixel displays (screens with 1024*1024 or better
resolution), will be necessary to have a high resolution display. Also,
while 16 MHZ is becoming the standard for the low/middle end of the market,
not only will 25 MHZ and/or RISC chips become the norm for middle/high-end
machines, but there will be a trend towards having faster math coprocessors
as standard equipment in the near future....

     Also, removable storage media is finally coming into its own, with
magneto-optical disks threatening to make hard disks obsolete. In order
to make all this work, however, the amount of standard RAM in computers
will slowly increase to around 4-8 Megabytes, a level which will herald the
coming of truly powerful multitasking operating systems capable of handling
all this new hardware....

But ponder, if you will, these two questions:

1) Is it that the computer industry does not change as quickly as first

supposed, or is the First Quarter of a year just a slow period for the market?

2) Why do 9600 baud modems made by different manufacturers tend not to work together?

                    --------======***=============--

CPU REPORT CONFIDENTIALâ ¢
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Richardson, TX   Micrografx Inc. is readying to introduce Mirrors, a new
--------------   programmers' utility which simplifies the otherwise
                    arduous task of converting Microsoft Windows programs to
                    OS/2 Presentation Manager. Micrografx is looking to
                    ship it around Spring Comdex, and as many IBM Software
                    Developers are planning to make Presentation Manager
                    software, Mirrors may become VERY popular....

Los Angeles, CA   Ashton-Tate is suing Fox Software and Santa Crux
---------------   Operation Inc. for allegedly violating dBASE's concept
                    and "look and feel" in their FoxBASE database program,
                    which has been one of dBASE's main competitors in the
                    market since 1986....

Scotts Valley, CA   Borland has recently come out with Version 2.0 of its
-----------------   famous Sidekick utility for the Macintosh. Besides the
                    fact that it is a Desk Accessory on the Mac, it still
                    has the same features of both its IBM cousin and the
                    new version of Sidekick that Borland is developing for
                    OS/2's Presentation Manager....

CPUville, USA   Verbatim, a subsidiary of Kodak, is developing a TMO
-------------   (thermal magneto-optical) cartridge drive that uses
                    60 Megabyte 3 1/2 inch cartridges, instead of the 5 1/4
                    inch cartridges used by the Canon/NeXT drive.

                    When it is introduced in the Summer of 1989, it will
                    ONLY be available for the IBM and Macintosh, but they
                    are seriously considering making it for the Atari ST
                    afterwards, either through a third party company, or by
                    selling it themselves directly.

                    Ironically, this is partly because of the response
                    generated by a report in the March 1989 issue of ST-Log,
                    which falsely stated that Verbatim had already developed
                    this drive for the Atari ST. If you wish to express
                    your support for a possible magneto-optical drive for
                    the Atari ST, or get more information on this drive,
                    contact Verbatim at 1-408-773-5777.

                              GEnie Presents

                        Atari President Sam Tramiel Conference
                                March 15, 1989

<[Holly] HS> Thanks for coming tonight...as you all know, tonight's guest
is Sam Tramiel, President of Atari Corporation. I will assume you've all
read the rules in the software library...If you have a question you'd like
to ask, please use the /RAIse command to get in line. I will ack your
/RAIse as soon as I can, but remember I'll be busy, so give me a couple
minutes. We're pretty much limited to one question per raise, for reasons
you can understand. If you have any questions, please do a /SEN 1 your
question, I will answer as soon as I can...

     Welcome, Mr. Tramiel...Any opening remarks?

<[Sam T.] STRAMIEL> It's a pleasure to be here tonight, and answer any
questions that you have.

<[Holly] HS> M.MCCANN2?

<M.MCCANN2> My question concerns laptop ST. When available US, will it run
color/mono, etc? Detalis?

<[Sam T.] STRAMIEL> The name of the machine is Stacy. It was shown at
Hannover last week. Its display is 640x400, using an LCD screen,
and of course, it can run color if you plug a color monitor into it.
Availability is June/July.

<[Holly] HS> Thanks...

<[Rx Bob] R.ROBERTSON> My question is when will the Atari advertising
start taking place.

<[Sam T.] STRAMIEL> Atari advertising in the US has already started. It
started in early March. We have a campaign running on TV, and in
newspapers. Where do you live?

<[Rx Bob] R.ROBERTSON> Tampa FL

<JEFF-KYLE> OK. Hello...First, I would like to say that I am a fairly new
ST user and think that for the money, the ST is the best machine out
there. However, I live way out here in Rochester NY, where there is very
little dealer support. It is almost impossible to find an ST here (I got
my 1040 MO) except for a music dealer with unreasonable prices. Are you
planning to extend your dealer network over here on the east coast? Also,
I hear that Apple has dropped a laptop Mac because they claim the
technology for the screen is too slow. Have you have any such problems
with the Stacy? ga

<[Holly] HS> Only one question, please.

<[Sam T.] STRAMIEL> We are expanding our dealer network across the country. The DRAM situation has definitely gotten better for us, so we are able to deliver machines in volume now. Rochester is very important to us, as we understand Kodak is using a number of our machines. If you have any recommendations on good dealers in your area, please mail them to Atari to the attention of Vince Giammatteo. Regarding Mac laptop, I have no idea what they are looking for. I can only guess that the present LCD technology is obviously not as fast as CRTs. I suppose if you have to buy a Mac for $5000, you want display speed.

<[Holly] HS> Thanks...

<M.MCCANN2> Has Atari been approached by or talked to any makers of read-write optical disk drives such as Insite Peripherals with the 20 meg removable drive? Is such a device under any consideration for your product lineup?

<[Sam T.] STRAMIEL> At the present time, we have no immediate plans for a read/write optical drive, as we feel the technology is just too expensive at present. However, we just introduced (also at Hannover), the Megafile 44. This is a 44 Megabyte removable cartridge hard disk drive. It will have a retail price of $1195, and each 44 Megabyte cartridge costs $150.

<[Holly] HS> Thank you...

<DAREKM> Thanks, Sam...Back on the subject of laptops, I've been using a Toshiba portable at work. 40 Meg HD, fluorescent (sp?) display, 286, 1 Meg of RAM, etc. A _really_ nice system. What is the list price of the STacy going to be, and what will be the availability of the thing in Canada. Also, why was it decided to go with an LCD display when the other technologies offer much better quality displays (sharper, brighter) and as far as I can tell, they are not slow. The Toshiba provides EGA resolution. Again, a very nice machine.

<[Sam T.] STRAMIEL> I think you mean a plasma display. Therefore, you must carry a 110v power supply with you. I.e. this is not a _true_ laptop. STRAMIEL> It is a "luggable." If you can tell us of some display technology other than LCD which offers low power consumption and true portability, I'd be happy to learn of it. Being that I am a Canadian, Canada will get the machines before the US. (haha) We usually ship world-wide at the same time, so Canada should get Stacy in June/July. <[Sam T.] STRAMIEL> ga

<DAREKM> Yes, it may be a plasma display. I would not require a laptop for say, editing a file in the Toronto subway, but would find it very handy to be able to carry the machine from work to home, user groups, etc. So a 110V supply is no problem. I'm glad to hear Canada gets the stuff first! Ok, so how about a rough $$$?

<[Holly] HS> Thank you, Darek...One question, please...Jeff...

<JEFFWILLIAMS> Thanks for spending the time online with tonight, Mr. Tramiel. My question is when will Atari be notifying its dealers about the 8-bit upgrade to ST plan? There was nothing about it in the dealer newsletter we received a few days ago.

<[Sam T.] STRAMIEL> One megabyte with one floppy configuration will be $1495. I have no idea what you are referring to.

<[Holly] HS> Thanks, Jeff....

<[Dave] D.M.SCHWARTZ> Hi Sam, First I'd like to say Thanks to ATARI for allowing Mr. Hartmann to visit the User's Groups. He visited us here in Sacramento, CA recently and made us feel more confident in ATARI!
In a recent ST INFORMER interview, Mr. Hartmann was quoted as saying ATARI didn't want to attend the West Coast Computer Faire this weekend, because it isn't an ATARI show. Wouldn't it be in ATARI's best interest to attend this show so that the general public can talk to ATARI directly. Usually existing ATARI owners go to ATARI only shows, but the new buyer goes to a show such a WEST COAST to buy their first computer? I have been attending the show for years and miss seeing ATARI and others there. ga

<[Sam T.] STRAMIEL> ABACUS, SLCC, and COAST will be at the WCCF displaying Atari\equipment, and we have so many shows in the US, that we must use user groups at some of them (such as the WCCF).

<[Holly] HS> Thanks...

<W.FERRELL> Thank You. Sir,does Atari have any plans to improve the ST line with improved resolution,more colors,etc?..I'll ask my second part later.

<[Sam T.] STRAMIEL> During the second half of 1989, we will finally be shipping the late, but great TT. Of course, based on the Motorola 68030 microprocessor. This machine will run TOS, and therefore most programs will run on it right out of the box. It can also run Unix (tm) 5.3.1. It will offer better resolution, and raw horsepower.

<[Holly] HS> Thanks...

<J.FRANK2> Thank you. We own a Desk top Publishing company in Fredericksburg, VA, using Page Stream and upgraded 520 ST. What is ATARI commitment to DTP in the future?

<[Sam T.] STRAMIEL> We are committed to DTP. Our own super DTP program, DeskSet II, will be shipping in approximately 30 days.

<[Holly] HS> Thank you...

<[Sam T.] STRAMIEL> One other thing; there is a new high resolution monitor, 19" made by Moniterm. It is now available for the Mega machines. It is currently shipping in Europe, and will be shipping in the US in April.

<[Jeff] JSST> is Atari going for the mac market or are they trying for there own market? if so who it atari targeting with there advertisements

<[Sam T.] STRAMIEL> We are going for the personal computer market, with an emphasis on the "personal" user, not the "corporate" market. Of course, we don't mind selling to the corporate market. Our present ads are pushing the Mega machine and DTP. You will soon see ads for the 520 and 1040. We are not aiming at Apple, as they have basically abandoned the individual, and are going for corporate America.

<[Holly] HS> Thank you...

<R.GILLIES> Sir, can you tell us more about the TT's specs. Price? Not yet, very sorry. We will probably introduce the machine in late August.

<[John Hileman] J.HILEMAN1> Could you please comment on any other new introductions, etc made at Hanover?

<[Sam T.] STRAMIEL> Yes... first the PC group. We introduced a machine
called the Atari Folio. A true handheld (not laptop!); LCD display,
MS-DOS like operating system, 128k of RAM, 40 characters by 8 lines in the
display. The Folio has a built in Lotus compatible spreadsheet, address
book, text processor, and many other features. Suggested retail price is
$349. Peripherals such as smart cables for your PC and ST, ROM cards for
application software, and RAM cards (which will act as floppy disks) will
be available. We also introduced a machine called the PC4, a fully
featured VGA 286 machine, which includes Microsoft Windows. Retail price
will be $1995. In the ST world, we introduced the Stacy, and the Megafile
44, which I mentioned earlier.

<[Holly] HS> Thank you...

<[Holly] HS> H.RAINNIE...

<[Hedley] H.RAINNIE> Hi Sam. What are your feelings about the current
and future video game systems by Atari in the coming months years.

<[Sam T.] STRAMIEL> I feel that we technically have an equal machine (if
not better) to the Nintendo, in the 7800. Our big problem has been
software, which the Japanese have locked us out of, because of Nintendo's
unfair monopolistic practices.   We are planning an extremely powerful
machine for 1990, and hope to leapfrog them with it. We are dedicated to
this marketplace, and will not surrender at the beaches! One more
question, and I'm afraid I must leave.

<[Holly] HS> Thank you...

<[Steve@NNQ] C.MORTIMER> What are your plans for the Spring COMDEX? GA

<[Sam T.] STRAMIEL> We of course will be at Spring COMDEX in Chicago, and
plan to make this a major show, as we are now in a position to ship
product to the US in quantity, and hope to bring the ST back to life here.
Thank you very much for joining me in this conference - I hope we can
continue to do this on a regular basis, like once a month.

<[Holly] HS> So do we! Very much! Thank you for coming...
and I apologize to the 20 or so folks left in line...

                Overview: Simple...   "ATARI IS ON THE MOVE!"

                        "1989 - ATARI'S QUEST!"

> NITE LITE STR Reviewâ ¢
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                        Nite Lite Multi-User BBS System
                        ===============================

For the Atari ST Computer

Robert L. Allbritton

     For many years I had wanted to operate a multi-user BBS system on my
ST. Five years ago I had even gone through the trouble of linking two
8-bit Atari's together, along with a modified version of AMIS. I managed
to get a quasi-multi-user system going; however, it was prone to crashing
about every 12 hours. (Not good for a BBS!)

     In September I renewed my search for a multi-line system. I even
stooped to consider the purchase of an MS-DOS based computer. It was at
that point of desperation that I heard a rumor: the local Atari Users
group (NOVATARI) was running a Multi-Line system on their ARMUDIC BBS.
I was skeptical. Like so many rumors I was very concerned that this one
was going to be just more VaporWare. Even more disconcerting was the
possibility that this new system might require more than one ST to run it.
My fear was unfounded: ARMUDIC was being run with ONE ST!!!

     Ed Seward, sysop of ARMUDIC, was nice enough to put me in contact of
Nite Lite Systems and its owner Paul Swanson. Paul described what I now
consider to be the most versatile, programmable BBS system available for
the ST. I IMMEDIATELY ordered a Nite Lite System. There were two basic
systems available: a four port and an eight port. I chose the eight port
based upon its expandability, I also ordered a complete cables set to make
modem connections easier.

     Nite Lite obviously requires additional hardware to take the single
modem port on the ST and split the signal between 4 or 8 terminals,
depending upon which system you choose. The Nite Lite Serial Programmable
(SP) interface is more than just a line splitter: It is actually a full
working computer in its own right. It contains a 65C02 Microprocessor, 8k
or 32k or RAM (depending on model) and a 4k operating system in ROM.
It also has 4 or 8 RS-232 ports for the modems. This SP interface is
completely controlled by the Nite Lite BBS software and is basically
invisible to the SysOp. The unit also requires its own wall mounted power
supply, and it has a red LED power on indicator. All of the items were
well packed and the entire set up included the SP interface, the eight
cables, the BBS Manual (50+ pages), the Interface Manual (23 pages), and
the BBS program itself on two disks. One disk was the executable object
code, the other was the source. Obviously, neither are copy protected.

     I was pleased to see that Nite Lite would work with almost any
modem. There are only three requirements Nite Lite places on the modems:
they must be: auto-answer, disconnect if the RS-232 Data Terminal Ready
goes off and must be configured so they do not echo characters or send
result codes. They do not have to be Hayes compatible. Nite Lite will
also support modems with speeds of up to 9600 baud on all lines (although
there would be some performance loss) or up to 2400 baud with no
performance loss. I chose to go with Supra 2400 baud modems on my lines
due to their excellent value. I started my system with three modems and
have expanded to five since then (I later added another Supra 2400 and a
USRobotics 96 HST, which the system has handled with no problems).

     My next concern was with the phone lines themselves. I was
anticipating a very high cost on this installation. Fortunately, I was
again pleasantly surprised. I arranged with C&P Telephone in Washington DC

to install the two additional lines and add 'hunting', a rotary service so I would be able to have one phone number access all 3 lines, for a cost of only $57. My monthly bill on the three lines has also been a very respectable $37.90 per month. I arranged these prices based upon having C&P connect my lines only as far as the switchboard in the basement, I did all of the wiring inside the house. I also asked for measured service, which was considerably less expensive than the regular unlimited service.

Setting up Nite Lite for myself was very difficult. At the time the users manual for Nite Lite was little better than a technical reference guide. Fortunately. the manual has been re-written since then and is much more user oriented. Nite Lite is completely text file driven. By that I mean that almost every aspect of the BBS can be modified. Calling Nite Lite a BBS program is almost an insult to the programmer: it should really be represented as an operating environment. Those of you who have spent time on a VAX will feel right at home, for the rest of you, your in for a completely new experience: having more than one person use your ST at once.

The Nite Lite BBS program is controlled by two basic type of text files: Menus and Interpret Language Files. Menus list all of the keys that may be used on the menu, the actual text to be printed out when the user selects the menu, and a list of Nite Lite BBS commands to be executed when the user presses the corresponding menu key. The Interpreter Language files are actual programs that the user may run. This language is much more extensive than any of the 'script' languages I've seen in any BBS program. There are well over one hundred commands that may be used. The language itself looks like a strange combination of BASIC and 6502 Assembly (The CPU in the Atari 8-bits). One of the more impressive things I've seen done in this interpreter language is a complete Artificial Intelligence system.

I have few complaints about the menu system or the interpreter language, but they may be more of a bother to you than they are to me: First of all all of the menus are 'hot keyed', this means that the user can select a menu option while the menu is printing out. There are some advantages to this. For example: there is no need an 'expert' mode, since users can execute commands before the menu is done printing. On the other hand, it makes command stacking impossible (typing in a string of commands.) My main complaint about the Interpreter Language is that only two letter mnemonics were used (all of the commands are two letters long) this can make for some very confusing code to those who have little experience with the language.

The message system can support up to 26 message bases plus E-Mail, that may seem a little limited when compared to FoReM, but I've never seen a BBS that has had more than 20 truly active message bases. The bases support all of the 'standard' features: Read, Scan, Enter, Dump a range of messages, Read New, Read messages to you, etc. As well: data bases may be set up with ease.

Perhaps the weakest section of the BBS is its file transfer sections. Originally only Xmodem Checksum was offered, and the presentation of the files was less than desirable with only two lines of comments, but recently things have changed dramatically in this section. Thanks to the Interpreter Language a new system for handling files has been created. This new system is comparable to FoReM in how it handles file descriptions and it offers increased download protocols including Xmodem CRC, Xmodem CRC 1k, YModem, and Ymodem-G.

Obviously, having a multi-line system offers new possibilities. One

of the best features of the system is the built in chat rooms. These
rooms are similar to the CB simulator on CompuServe and allow everyone on
the BBS to congregate in one location and have a good time. The local
chat room lets users send private messages to others in the system or
Telegrams to anyone on the system, regardless as to their location on the
system. Even more powerful is the linked chat room. This second,
independent chat room also supports Private messages and telegrams, but it
also offers a completely new twist. Sysops of other Nite Lites can call
in and 'link' their chat rooms into yours. When this is done users on
your BBS and the other Sysops can talk to one another. There is no limit
to the number of systems that may be linked together. I have seen links as
large as 10 Nite Lites linked together with over 50 people in one chat
room from Massachusettes to Virginia to California. Even with that many
people, they systems performed quickly and flawlessly. When the systems
are linked you can still send private messages to anyone in the net- work.

     Sysop controls of the system are also quite good. The sysop's
terminal looks no different from anyone else's but, assuming he has given
himself higher access he can access any of the commands. These include
full disk functions, text editing, and the ability to call out on any
modem that is not currently being used by a user. The terminal mode also
supports text capture and file transfer. Another interesting feature is
the background port. It is strictly a software port (a modem can not be
hooked up to it) that may be used to run an Interpreter Language program
in the background. This gives the sysop the ability to monitor his system
even when he is not there. He can set it up to automatically back up a
Ramdisk, make sure no one attempts to use his account, or even call out
to another Nite Lite and link during PCP hours. All of this is done
automatically (along with almost anything else you can dream of).   Once
again, the power of a multiuser system shows its advantages as the Sysop
can be on-line at the same time as the users. This means no more waiting
until the user has hung up to validate password, new uploads, or read you
mail (Michtron Sysop's will feel right at home) and with the added
flexibility of Nite Lite, you can actually edit the entire system,
including changing menu and creating new functions, with users on line.

     There are some drawbacks to Nite Lite when compared to other BBS
program such as Michtron, BB/ST, or FoReM. One of the biggest is the lack
of a Doors function. When a system activates a Doors program such as Space
Empire Elite or DD/ST it actually causes the ST to run a separate program.
Since NiteLite is a Multiuser system this means that Doors are impossible.
If a user went to run a Doors game all of the other users would be cut
off! This problem is not limited to just Nite Lite but it is true for
any Multiline BBS system for any computer (unless they have a multiuser
Operating System, and the only major micro that does is the Amiga, but
that's another story). The Nite Lite does offer new possibilities for
online gaming though: Multi-Player games competing in real time.

     The Nite Lite BBS program itself will run on a 520ST, but the system
works much better on a one meg ST with a RamDisk. Even with five ports, I
find the system VERY reliable. Unfortunately where I live we are
susceptible to power failures, but my Nite Lite is set up to completely
autoboot, including copying all pertinent information into the RamDisk,
and with my background port automatically backing up my RamDisk, I have yet
to lose any information due to a power failure.

     When I was running my FoReM system I was averaging approximately 50
calls per day, and about the same number of new messages per day. In
September I went multiline with Nite Lite. I now receive approximately
175 calls per day and about 150 new messages per day. I also link

occasionally with ARMUDIC and we have conferences in the linked chat room.

     As recently as November I would not have recommended the Nite Lite
system, but with the advent of new Nite Lite dealers who are offering to
completely set up and customize every new system, and offer extensive
support I can now honestly reccomend the system whole heartedly. The
support from Paul Swanson and Nite Lite Systems is excellent.
Nite Lite has been releasing new updates almost every two weeks. These
new updates always add a command or two, making the system even more
flexible and they are upwardly compatible, meaning if you don't have the
most recent version you are not obsolete. Updates are free and may be
downloaded from any NiteLite Dealer's BBS. Paul has also been very good
about adding commands and features on dealer's requests. This in
combination with the individual support offered by NiteLite Dealers makes
the cost of the system more than justified. NiteLite has a very bright
future.

NiteLite BBS System Package includes:

              SP Interface - Complete Cable Set - NiteLIte BBS Software:

          ******* March 15, 1989 - Washington D.C. *******

     _RLA_Concepts_ announced today that they have been named
distributor for Nite Lite Systems' new SN408 Serial Interface. This
interface expands the number of devices that may be simultaneously
connected to the Atari ST from one to three. It is an intelligent
interface that may be controlled from software.

     The SN408 interface is operationally based upon the design for the
original SP408, but several costly components have been eliminated to make
the new SN408 much more affordable. The new SN408 interface is also 100%
compatible with the new version of Nite Lite BBS.

     Nite Lite BBS now supports Ymodem Batch, Xmodem 1K CRC,
Networking, an improved password system, improved file transfer menus,
background processing, up to twelve users on-line at once, and more
comprehensive documentation. In addition the new version of Nite Lite BBS
is upwardly compatible with all previous versions and it maintains its
full programmability via its Interpreter Language. The Interpreter
Language now has well over 100 commands and can be used to control every
aspect of the BBS.

     The new SN408 interface and Nite Lite BBS are currently being sold
as a single package at a retail price of $249.

              Dealer prices are available on request.

_RLA_Concepts_ may be reached at: (202) 364-9388
                                  (202) 537-1457 (BBS)

                         _RLA_Concepts_
          Attention: Bob Allbritton
          ---------   2940 Foxhall Road N.W.
                          Washington D.C. 20016 USA

> TETRIS STR Focusâ ¢
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                      SPECTRUM HOLOBYTE RELEASES TETRIS
                      ================================

        TETRIS, the red hot computer game from the Soviet Union, is now
available from Spectrum Holobyte in dazzling color for the Atari ST
machines. The version which is in release is designed to show off the
color and sound capabilities of the Atari ST hardware.

        Created by two Soviet computer programmers, TETRIS is the first
entertainment software ever to reach the WEST from USSR. Spectrum HoloByte
has enhanced the original basic game with many play features and with
beautiful background graphics depicting scenes in the Soviet Union. An
original musical score based on Russian folk tunes has also been created
to add to the pleasure of the entertaining game.

        Other machine versions released earlier this year quickly won
critical acclaim from many in the computer industry media. Reviewers have
been entranced by the easy to play game, and are using adjectives such as
"compelling, irresistible and devastatingly addictive". Many magazines
have already placed placed TETRIS in the top software lists for 1988:

                Home Office Computing - "Game of the Year",
                Compute! - "Best Arcade Game",
                MACazine - "Year's Outstanding Recreational Software Product"
                Video Games and Entertainment - "BEST Action/Strategy".

        TETRIS is a game of skill requiring fast thinking and quick
reflexes. Various moving shapes, each composed of four squares, must be
rotated and positioned to form solid rows. Points are earned based on the
player's speed and agility at maneuvering the shapes into place. TETRIS
has been referred to as "a puzzle in motion" and the Rubik's Cube of
Software. Some say it's addictive powers come from the fact that it is
extremely easy to learn but very difficult to master.

        All versions of the game have ten levels of play, with the moving
pieces falling faster and faster for each level. An advanced mode has been
added to increase the speed of the falling pieces for each level. In this
mode the challenge never ends, even for the "expert player". A new
tournament feature allows several players to compete against each other for
high scores when given identical falling pieces. The eleven original songs
that set the pace for the fast moving Atari game were composed by Ed Bogas
of Bogas Productions.

        Thirty year old Alexi Paszitnov, a researcher at the USSR Academy of
Scientists Computer Center (now known as Academy Soft), is credited with
designing the game. The original programming on a personal computer was
done by Vadim Gerasimov, an 18 year old student at Moscow University. A
third Soviet, Victor Brjabrin, head of Academy Soft, is the man responsible

for bringing TETRIS out of the Academy and into the world at large.

     Looking for a possible route to the West for TETRIS, Brjabrin sent a
copy of the game to NovoTrade, a programming company in Budapest.
Novotrade was impressed with the sheer addictiveness and passed TETRIS on
to it's London Agent, Andromeda Software Ltd. Subsequently, Andromeda
licensed Spectrum HoloByte to be the publisher and distributor in the
United States. When it is said that this game is addictive..that's the
understatement of the year! It is highly entertaining and indeed a welcome
addition to the ST library of fine software.

> ARCSHELL 198 STR Focusâ ¢
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                                   In A NutShell
                                   =============

by Tom Rinaldi

     In order for you to be reading this, you first had to do something
to the original file - unarc it. Yes, you could use one of the simplified
methods, such as ARC.TTP, to uncompress the file but then you would have to
do some "keyboard punching". One of the reasons I have an Atari ST is
because I don't particularly like to type-in my commands. That brings us to
a man named Charles F. Johnson and the program he developed and has been
updating for quite some time to assist us in this task of unarcing. The
program is called Arc Shell and I am sure many of you are familiar with it.

     Arc Shell works in conjunction with ARC.TTP and adds a GEM interface
letting you point and click to select the options involved with archiving.
In addition to these, it contains a complete GEM-based disk utility
package: copy files, delete and rename them, create folders and even run
programs without exiting to the desktop.

     The main function of Arc Shell is for the compression and expansion
of files and it serves that purpose well. Highlight the "extract from
arc" box, move to "arc drive" and a window appears for selecting the drive
where the arced file is located, click on "data drive" to put the unarced
file somewhere and click on "ARC". When I download ST Report, it gets
stored in one partition of my hard drive but I read it from another area.
Arc Shell accomplishes this task with ease and a minimum amount of
movement from me.

     Extraction can be accomplished with a few choices. You can extract
all files, automatically put them in a folder, or, with query which reads
the individual files one at a time and lets you decide to extract or not.
Compression also has a few options. You can add to, move to or refresh an
existing arced file. I back-up for storage many of my files and the most
economiical way is to archive them first. When a certain file also includes

folders, they must be arced individually and then moved into the arced
file. It would be extremely helpful if that process were accomplished in
one step. Maybe, Mr. Johnson is working on that aspect for a future
revision.

     List, verbose list, test, and copy to standard output are more
functions available to you. It's nice to be able to read a doc file
without first unarcing it. Now, if that was all that Arc Shell did, you
would still have a great utility program. One more feature was added to
the package. You can install Arc Shell as an application on your desktop,
then click on an arced file and Arc Shell will load and run. All of us
who use STs are accustomed to speedy maneuvering and this is a tremendous
help.

     I am originally from New York City where the Sunday edition of the
New York Times can weigh up to 4 pounds. That's a lot of reading. We
have a saying about it "You don't have to read it all, but it's nice to
know it's all there." Those words also apply to Arc Shell. I rarely use
the desk maintenance portion of it, but when I do need it... Likewise for
the encrypt/decrypt section. Someone out there does and they can thank
Charles F. Johnson for it.

     Do you want to know the best thing about Arc Shell? It's shareware!
All Mr. Johnson gets is contributions, so if you used this program to
unarc this edition of ST Report, I hope you sent something to the author.
If not, get out your checkbook please. There are so many fine shareware
programs being utilized whose developers deserve the recognition and the
small stipend to keep revisions coming our way.

> HANOVER STR HOTLINEâ ¢
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                                    HANOVER SPECIAL REPORT
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     Mar. 14, 1989 UK

Compiled by Clive Strudwick
          for
 STReport Online Magazine

Stacey Laptop

     For the first time a working model of the ST laptop was on view to
the general public. Available by June/July the 1 meg Atari laptop looks
and feels fine. A dark grey briefcase exterior opens to reveal a green

super-twist LCD screen on the inside lid above a punchy keyboard and an
inlaid traker ball instead of a mouse. On the right hand side are 2 720k
drives, whilst over on the left are serial and parallel, joystick and
mouse ports. Stacey runs TOS V1.09 EUROPEAN ~ 1.4 US and is reported to
run for about 4 hours on its internal batteries. Atari has spent months
"fine tuning" the machine, which cost something in the region of $400,000.
As expected, it features a tracker ball mouse, it runs an 8Mhz 68000
processor with 1Mb ram and weights about 14 pounds. Price just under 1000
UK pounds. $1495.00 US

Super ST

        There was no sign of the Atari UNIX machine but in a back room was a
prototype of the Super ST Atari refers to as the TT. This was rumoured to
be just an ST running on a 68030 chip and showing off ultra fast animated
graphics, but the final machine, claimed to be available by September will
also offer 1280*960 resolution and 2Mb of ram. It is claimed to be able
to run at five times the speed of a normal ST. Prices are likely to begin
at 999 UK pounds.

Mega ST 1

        Atari has launched a Mega ST 1. In effect, this is a 1040 inside
the sectioned case of the Mega ST. Atari is thinking of bundling it with
two drives, a printer and word processor software.

SM194 MONITOR

         Atari were showing a new monitor, the SM194, a 19 inch mono monitor
costing around 1600 UK pounds and offering 1280*960 resolution for its
main intended application, DPT publishing. Since Atari wants to move into
the high end of the workstation market with the ATW 1 transputer machine,
it would seem the monitor will also be perfect for the medium data
processing and scientific applications that it involves.

ST Console

        This will arrive in the UK next September. Atari has already
suggested that it will cost less than 100 UK pounds. The machine will be
ready in the middle of the year, but will take 3 months for software to be
put on ROM. (the ST game machine?)

Calculators

        Atari is understood to be planning to launch a range of 14
calculators for sale in petrol stations and convenience stores (US).

Folio Pocket PC

        In an unexpected move, Atari is planning to produce a line up of at
least five different pocket PCs. These will include two A4 size PCs
(the Folio 1 and 2) one of which will be a 286. Also in a bid to attract
the very low end PC user, the firm will be introducing a 60 UK pounds
model of the Folio. This is being dubbed the "dumb" Folio since it will

only be capable of Word Processing. A slightly higher priced model will
also be launched incorporating a word processor, clock and diary.

> CIS STR Focusâ ¢
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                          COMPUSERVE REACHES 500,000 MARK
                          ===============================

   Following years of consistent growth, the CompuServe Information Service
has passed the 500,000 membership mark.

   CompuServe, the world's largest online information service for personal
computer users, is the first general online service to reach 500,000
members.

   "Reaching 500,000 members is an important milestone in the online
information industry," said Charles W. McCall, CompuServe's president and
chief executive officer. "Over the years, we've seen companies enter this
industry with a big bang, then find they're unable to offer a service of
real value to personal computer users. We've never lost sight of the value
of information, and we stayed the course of providing an online service that
has as its cornerstone a basic concept: people communicating with other
people. People using their personal computers as windows on the world to
share ideas, exchange information and apply it to their own personal and
professional lives."

   McCall attributes the company's consistent growth to several key points:
CompuServe's early understanding of the power and value of the personal
computer, the value of providing high quality and timely information,
developing innovative products and services, and staying in touch with its
members.

   "During our early years, other companies built services focusing on
pictures and graphic images accessible only through expensive custom
terminals," McCall said. "In contrast, CompuServe's early strategy was to
create a service that was designed to be accessible by owners of early
personal computer models. By accommodating the 32-character screens of that
era, and then evolving our service to adapt to the expanded capabilities of
later personal computer models, we attracted a broad audience to our wide
range of value-added information services."

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                        ABCO COMPUTER ELECTRONICS INC.
                              P.O. Box 6672
                       Jacksonville, Florida 32236-6672

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                    HARD DISK SYSTEMS TO FIT EVERY BUDGET
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    42mb #SG44710   649.00                    65mb #SG60101   949.00

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                 larger units are available - (special order only)

              ***  Available for  ST - Amiga - Mac - IBM   ***

          All units are delivered complete and ready to use (NOT KITS)

                          6 month FULL Guarantee
                                followed by
                       6 month Parts & Labor Warranty

                            (under normal usage)


                ==We have discontinued the 20mb and 30mb systems==


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> ST REPORT CONFIDENTIALâ ¢
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- Sunnyvale, CA.                    ****** ATARI BREATHES EASIER ******
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     Now, that Federated is no longer sapping the strength of Atari Corp.
perhaps, we will see the "much heralded" - "anxiously awaited" major push
in the US marketplace.  We reported that Atari was "closing down "IT'S"
Federated Operation, and we stand by that statement, since ATARI MONEY
will no longer keep it (Federated) going.  Rumor has it that certain Atari
execs are considering a buy out.  We wish 'em luck!



- Federal Way, WA.      ****** MIGRAPH RELEASES TOUCH-UP UPGRADE ******
  ---------------

     Touchup Version 1.10 began shipping this week along with an enhanced
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outprint program. Migraph, long a leader in the DTP arena of the ST market
place continues to demonstrate it's ability to "give direction" to
graphically inclined in our midst. We were quite vocal over the PSK
shipped with Touch-Up and now, to be fair, we must point out the fact that
it has been connected to the STReport Mega4 for over a month with no
problems noted.

- Green Bay, WI.   ***** PHREAKER - HACKER NAILED! *****

     Authorities have served Dave Kelsey with a summons and complaints
attached for two counts, a) Computer Crime, invading private communications
software.[hacking out the codes] b) Telecommunications Fraud [use of the
hacked out codes]. Each count carries a two year penalty and $2500.00
fine. Kelsey used the pseudonym Stagehand. Defendant Kelsey was
originally served with the search warrant last November 16, 1988.
Subsequently, he heard nothing until last week when he was served with the
summons and complaints. Media coverage for this particular case has been
heavy since it is a precedent setting prosecution for Wisconsin.

- Ontario, Canada   ***** ATW CENTER OF HEATED DISCUSSION *****

     Why?.. Is the big question; It seems there are a number of rather
prominent developers who are plain tired of the meddling and
procrastination coming from the 'kinder' at Sunnyvale. They have openly
stated to this reporter and other folks in the Atari Community that they
would rather deal with Atari Canada or Atari UK, again.. why? One main
reason reportedly, is the alleged bog down of the ATW's software that
is ready.   (Mr. Reluctant strikes again!)

- Chicago, IL.   ***** ATARI WILL ATTEND SPRING COMDEX *****

     Following close on the heels of an item in last week's STReport about
the state of non-info about Spring Comdex and Atari Corp. The word now is
Atari will be unveiling a number of new hardware items at Spring Comdex,
Sam Tramiel has revealed that this Spring Comdex will a "BIGGIE" for
Atari in 1989...   * * * STACY TO DOMINATE. * * *

- Rockford, IL.   ***** NEW PROGRAM BY ICD LETS CAT OUTTA BAG! *****

     ICD's new utility, the SCSI ID program will, when run with a SLM 804
connected, tells where in the SCSI chain it is and amazingly. .the version
number of the SLM804! We have heard tell of versions in digital increments
as high as 2.3 already! What version is yours? The little utility program
is available on the major services. Although no harm is done, it is
comical to find that the internal software tells all, but the dealers
and users are not told. Also, test the true speed of that Hard Drive with
ICD's RateHD.PRG ..very nice.

- Ontario, Canada   ***** ATARI IS ADVERTISING! *****

     In the latest issue of the Canadian edition of Time Magazine (cover
story is on heredity), there is a full color advertisement from ATARI
Canada expounding on the "POWER WITHOUT THE PRICE" virtues of the 520ST
and 1040ST computers. This ad appears within the first 10 pages and even
precedes the Apple MacIntosh ad. Hopefully, this is another indication of
ATARI's resurgence in the marketplace!

- San Francisco, CA.   **** HARD COPY MAGAZINE SHOWS RENTALS OK! ****

     In START'S March issue, there is an article on the apparent legality
of software rentals! Must make the Software Rental agencies, renters and
Pirates overjoyed! One can't help but wonder how the other advertisers
feel about this. Must anything be ok for a buck?

- Tucson, AZ.   **** PRACTICAL SOLUTIONS MOVES UP! ****

     Practical Solutions is delighted to announce that we have moved!
We have moved to a fantastic new place, though we will be unpacking for
some time to come. We completely gutted and remodeled a warehouse,
providing about 10 times the room we had before. Nice office space,
plenty of lighting and a great new R/D area. It will truly be a nice
place to work. As I shake the sawdust out of my hair I want to personally
thank all of you Atarians that have bought our products - without you it
would not of been possible. 1989 is looking like a great year for the
company that began in a spare bedroom in 1986!

                        Practical Solutions
                         1135 N. Jones Blvd.
                         Tucson, AZ 85716
     Phone: (602) 322-6100   Fax: (602) 322-9271

> NEW BBSs STR InfoFileâ ¢
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        STReport PROUDLY Welcomes the Following BBS's to Our System.
        ""

     STR161 - 904   223-7772   Gandolf's Gallery   Florida
     STR162 - 305   552-6784   Blue Moon ST   Florida

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STR163 -   304   797-8335   Sherwood Forest       W-Virginia
STR164 -   813   823-1471   Megaplex              Florida
STR165 -   305   755-7937   Minefield             Florida
STR166 -   416   291-2940   Osmosis ST BBS        Ontario
STR167 -   302   856-6852   ST Tavern             Delaware
STR168 -   508   226-8028   Cookie Shoppe         Maryland
STR169 -   407   380-3138   DV-8                  Florida
STR170 -   707   554-6451   Gamer's Guild         California
STR175 -   904   389-0213   The Monastery         Florida
STR176 -   203   873-8518   The Sinkhole BBS      Connecticut
STR177 -   216   926-3842   Erie Clipper +        Ohio
STR178 -   904   743-8008   The Wall              Florida
STR179 -   407   896-6707   Mac's Atari Store     Florida
STR180 -   206   697-3496   Stormbringer          Washington
STR181 -   512   653-1248   ST Place BBS          Texas
STR182 -   301   871-2552   TNT BBS               Maryland
STR183 -   817   547-1734   The Golden Gate       Texas
STR184 -   616   891-8740   STing BBS             Michigan
STR185 -   904   375-3500   Dragon Keep           Florida
STR186 -   602   242-3686   ST Base BBS           Arizona
STR187 -   314   275-2040   Flash BBS             Missouri
STR188 -   403   435-1405   Wizard's Castle       Canada
STR189 -   618   254-6077   EastSide BBS          Illinois
STR190 -   205   244-1991   The TellyPhone        Alabama
STR191 -   404   998-5676   The Wanderjahr        Georgia
STR192 -   717   788-5665   The Time Warp         Pennsylvania
STR193 -   415   538-5438   The Coast BBS         California
STR194 -   513   253-4898   The BlackBird ST      Ohio
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As we receive the listings from the sysops we will post them here to allow
everyone to update their STReport BBS list and keep it current.

Please help us keep this list up to date, it will be made available on a
regular basis for verification. If you have any additions or deletions to
make, please let us know at the BOUNTY 904-786-4176 or, in E-Mail to
STReport on any of the major services.

                         Thank you for your continued support!

                                 Ralph......

> A "QUOTABLE QUOTE"â ¢
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        --==NIT-WIT NET==--

     "Everybody Lies; But.. It doesn't Matter, nobody listens!"

"1989 - ATARI'S QUEST"

 ST-REPORTâ ¢Issue #79   "Your Independent News Source"   March 17, 1989
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